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ABSTRACT

This unit, which contains a teacher's guide and student materials, is designed for students with limited acquaintance with money (Grades K-1). Activities reinforce the basic concept of recognizing a penny, counting pennies, and associating monetary value with pennies from one to ten cents. These activities include listening to a taped read-along booklet, playing tic-tac-toe with pennies, "buying" wild animals with pennies, making a computer from a milk carton, playing penny dominoes, and answering several worksheets on counting pennies. The teacher's guide lists objectives, materials needed, and provides reproducible worksheets and pre and posttests. The unit encompasses approximately four to six hours of instructional time. (KC)

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TEACHER'S GUIDE

U.S. DEPARTMENT OF HEALTH, EDUCATION & WELFARE
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Dr. Penny

I'M A PENNY,
HE'S A PENNY,
SHE'S A PENNY,

WOULDN'T YOU LIKE TO BE A PENNY TOO?

Developed By:
Della Butler

As Part of
Project COST
ESEA Title IV
Kansas State Dept. of Education
USD 449
Easton, KS 66020

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PACKAGE RESUME FORM

Publication Date December, 1978 **Level/Subject** K- 1st Grade Math

Title Dr. Penny

Author Della Butler

Abstract Dr. Penny is a capsule for students who have had very limited acquaintance with money learning. This capsule is activity laden with the basic introductory concept of recognizing a penny, counting pennies, and associating monetary value with pennies from one cent to ten cents.

This capsule is designed to take from 4-6 hours of instructional time.

OBJECTIVES

Upon completion of this learning capsule, the student will be able to:

* Recognize a penny. (including head and tail sides)

* Count pennies to ten cents.

* Associate the correct monetary value from one cent to ten cents.

MATERIALS NEEDED FOR STUDENTS TO COMPLETE ACTIVITIES IN DR. PENNY

cassette tape player

pencil

crayon

pennies in wrapper

toy pennies

kleenex for cleaning

copies of activities

copies of Pre- and Post-test

Filefolder for Wild Animals Game (Activity 5)

½ gallon milk carton -for computer (Activity 7)

tagboard for Penny Pig (Activity 8)

money stamps (any school supply)

tagboard for Clown Race Game (Quest)

tagboard for Penny Dominoes (Quest)

Dr. Penny

USING THE ACTIVITY RECORD

An activity record sheet is included in the teacher's guide (page 45) to enable the student and the teacher to record progress. This may be duplicated and a copy kept in the student's folder. The student may use it to check off activities as he/she completes them. You may wish to have the student color the circles brown to resemble pennies as activities are completed.

The teacher may also keep a copy of the activities record sheet to record test items to determine if the objectives have been met.

Dr. Penny

SPECIAL INSTRUCTIONS AND SUGGESTIONS

The material in this capsule may be used in the regular classroom, with small groups, or on an individual basis.

For motivation the teacher may present the "Dr. Penny" story to the class followed by class participation in a game, "Penny, Penny, Who Has A Penny?" Pages 11-22 of this guide are duplicates of the student read-along booklet.

The activities are labeled in sequential order. Any of the activities may be duplicated for classroom use.

For individual learning, a learning station could be set up entitled "The Penny Place" so that the student may work independently under the direction of the teacher or aide. The activity sheets could be mounted on oak tag and laminated for crayon marking.

Extra activities have been included if the student needs more practice or if he chooses to do them. These may be found on pages to in this guide.

This capsule may also be presented on tape so that it may be used independently by a student.

The capsule is intended to correlate with any adopted math series insofar as one penny to ten is delt with.

Dr. Penny

What have you found?

That pennies are round?

Listen and look.

As we go through this book.

Soon you will know.

The farther we go.

That a penny is money.

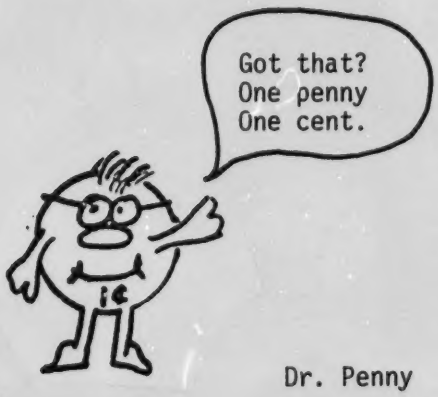
To buy toys or honey.

And each copper cent.

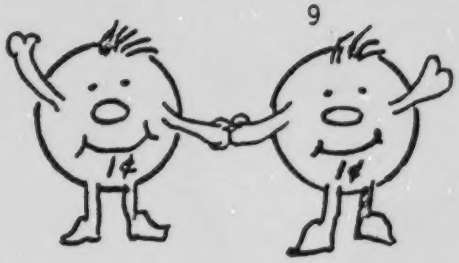
Is about to be spent.

As it's been said...
I am one penny
Look in your pocket and see
if you have any.

One penny is also one cent.
You must always know where it went.



Dr. Penny



Here are we.
Two pennies we be.
One is for you...
and one is for me.

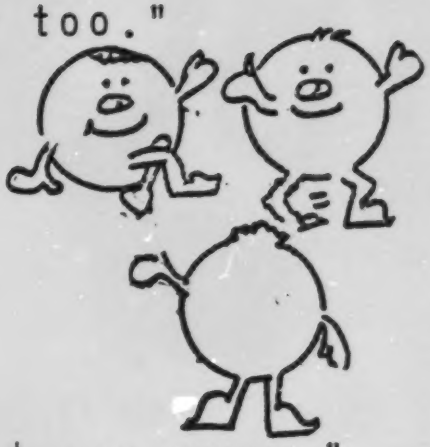
Or, 2¢ you may say.
Turn the page on your way.

The Three Pennies

One Penny said, "Come here."

Then there were two.

Two said, "You come too."



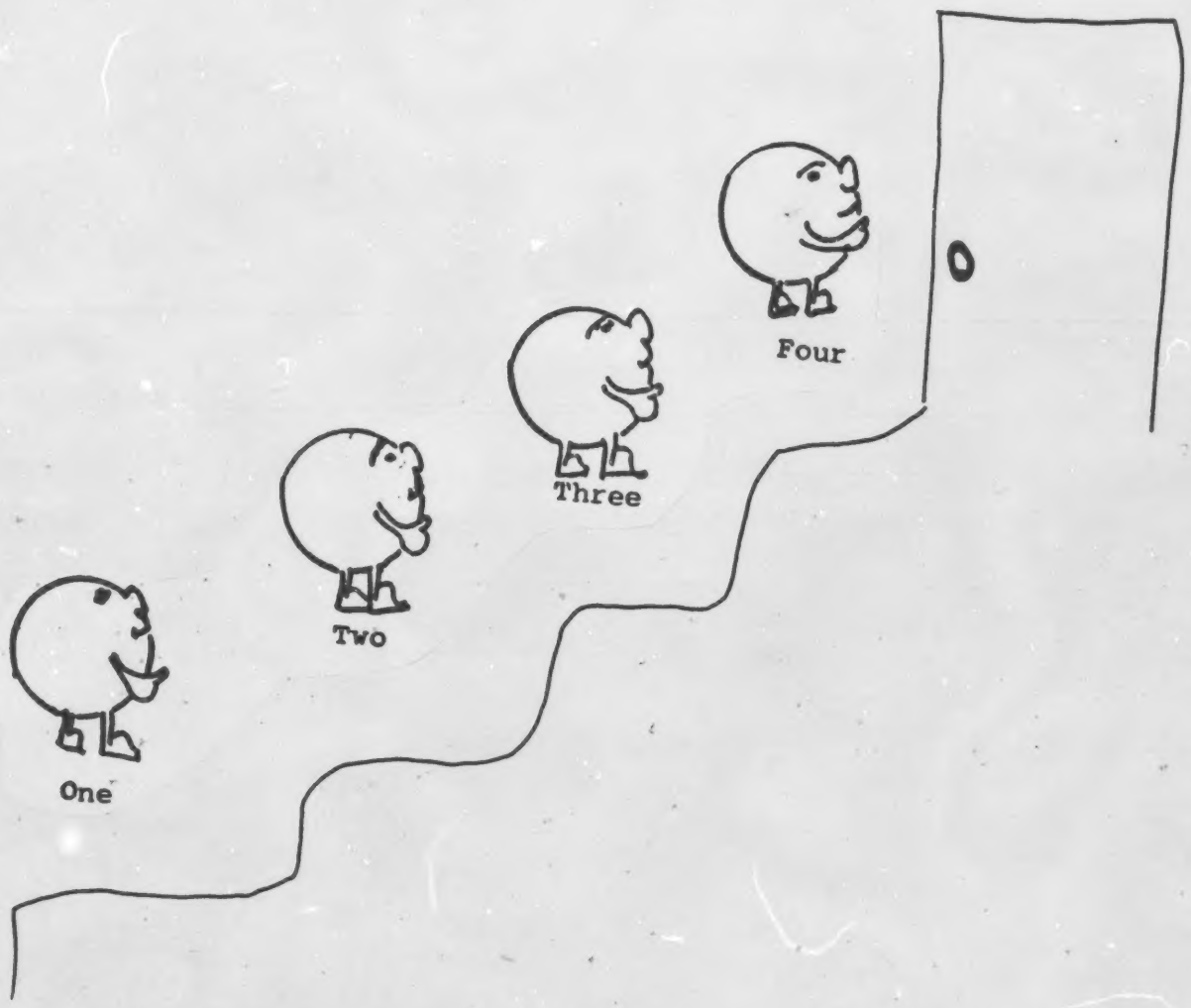
Then there were three.

Three said, "Go find one more."

Then we will have...

Dr. Penny

FOUR



went right in the door.

Dr. Penny

Sakes Alive!

Now there are FIVE!

One

Two

Five

Three

Four

Dr. Penny

No Tricks!

One

Two

Three

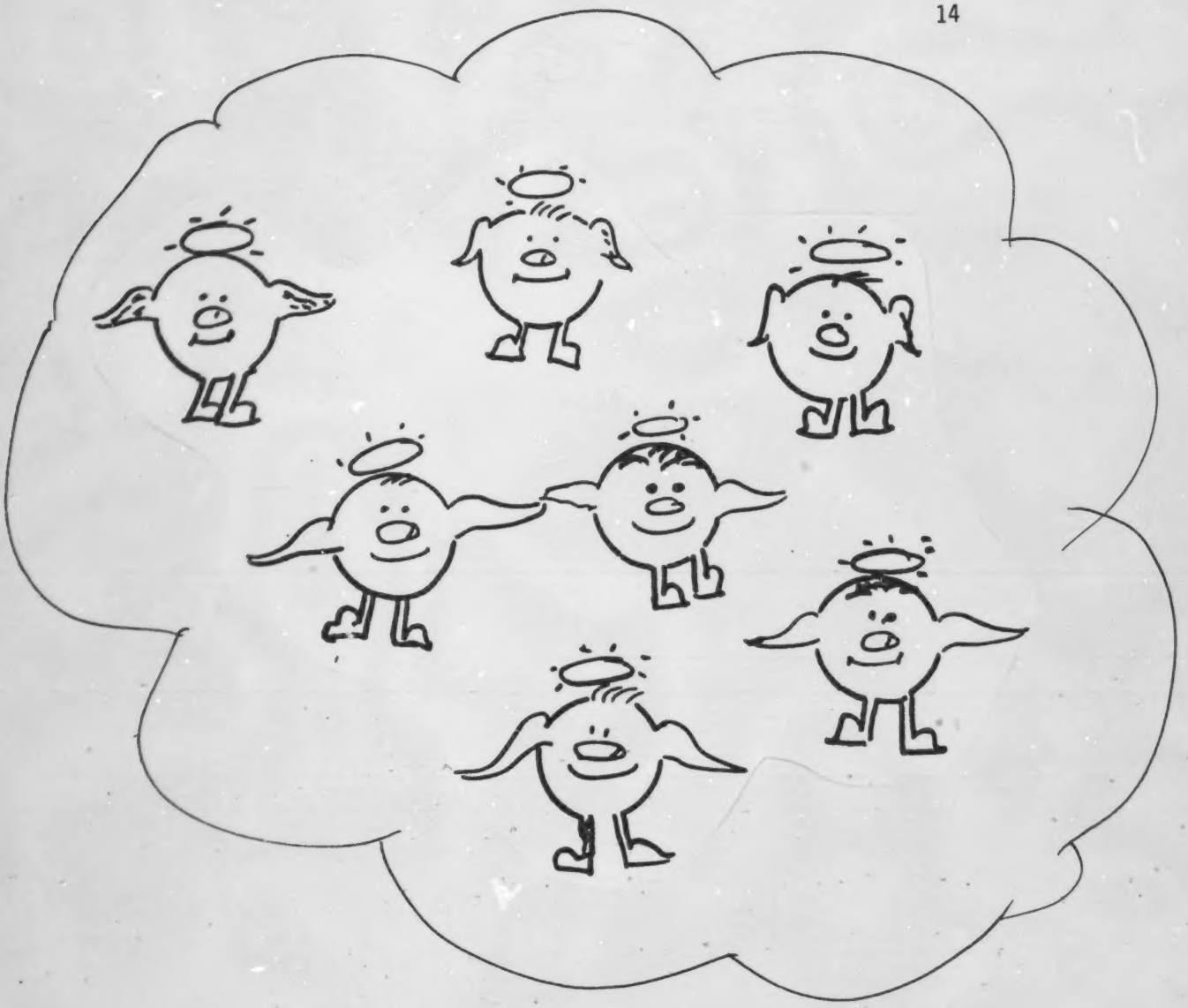
Four

Five

Six

From any
of
these SIX

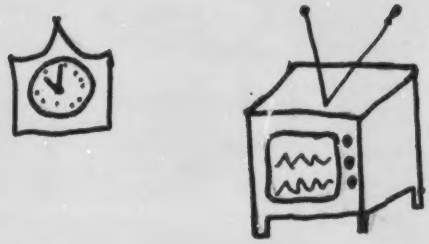
Dr. Penny



Now there are SEVEN

Pennies from heaven

Dr. Penny



You may stay up

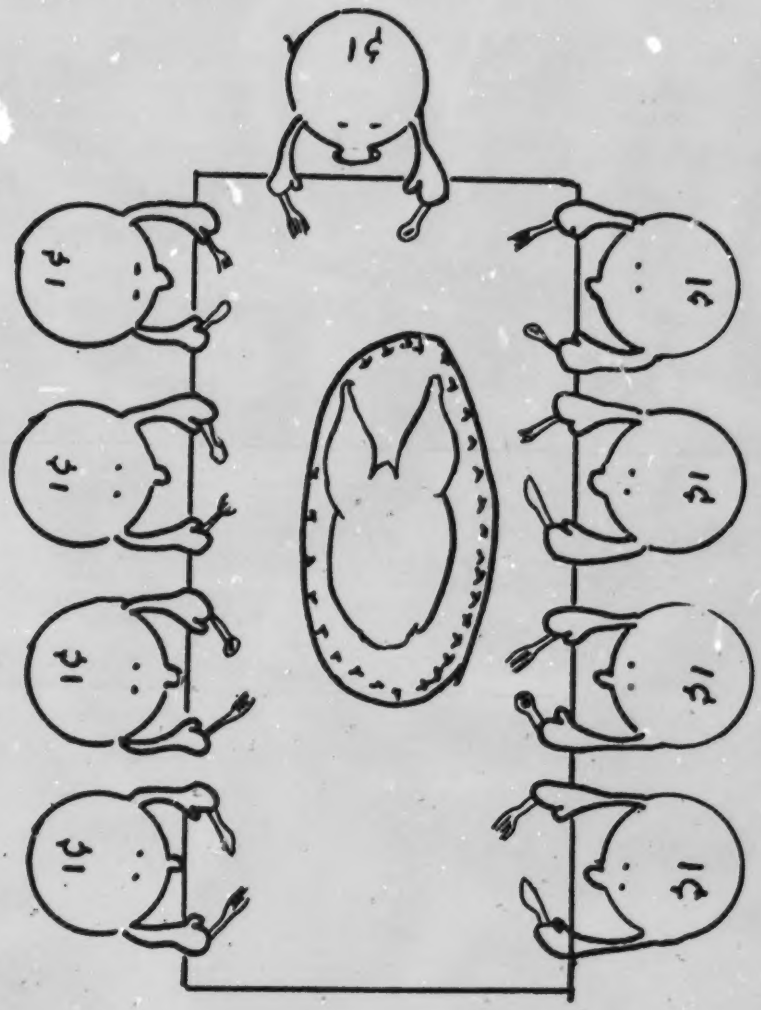
late...

If you can count

to...

EIGHT

Now there are
NINE
All ready to
dine.



You are doing
just fine.

TEN
little
Indian
pennies.

That's all...

Next are some penny things to do. You will learn how to count pennies and how much they are worth. Turn the page to find out the penny things you can do.

TO THE TEACHER: ON THE FOLLOWING PAGES YOU WILL FIND COPIES OF ALL ACTIVITIES AS WELL AS ADDITIONAL INFORMATION ABOUT USING THESE ACTIVITIES IN YOUR CLASSROOM. STUDENTS WILL NEED DIRECTION FROM YOU IN ORDER TO SUCCESSFULLY COMPLETE THE ACTIVITIES. YOU WILL NEED TO MAKE GAME BOARDS FOR ACTIVITY 5 AND THE CLOWN RACE GAME. YOU WILL ALSO NEED TO MAKE A MILK CARTON COMPUTER FOR ACTIVITY 7, A PIG FOR ACTIVITY 8 AND DOMINOES FOR PENNY DOMINOES.

Dr. Penny

DIRECTIONS FOR TIC-TAC-TOE

Objective: Student will recognize both sides of a penny, i.e., front and back.

You will need: blank sheets of paper
9 pennies
markers or pencils

Procedure: Students can sketch their own tic-tac-toe.
Two students may play.

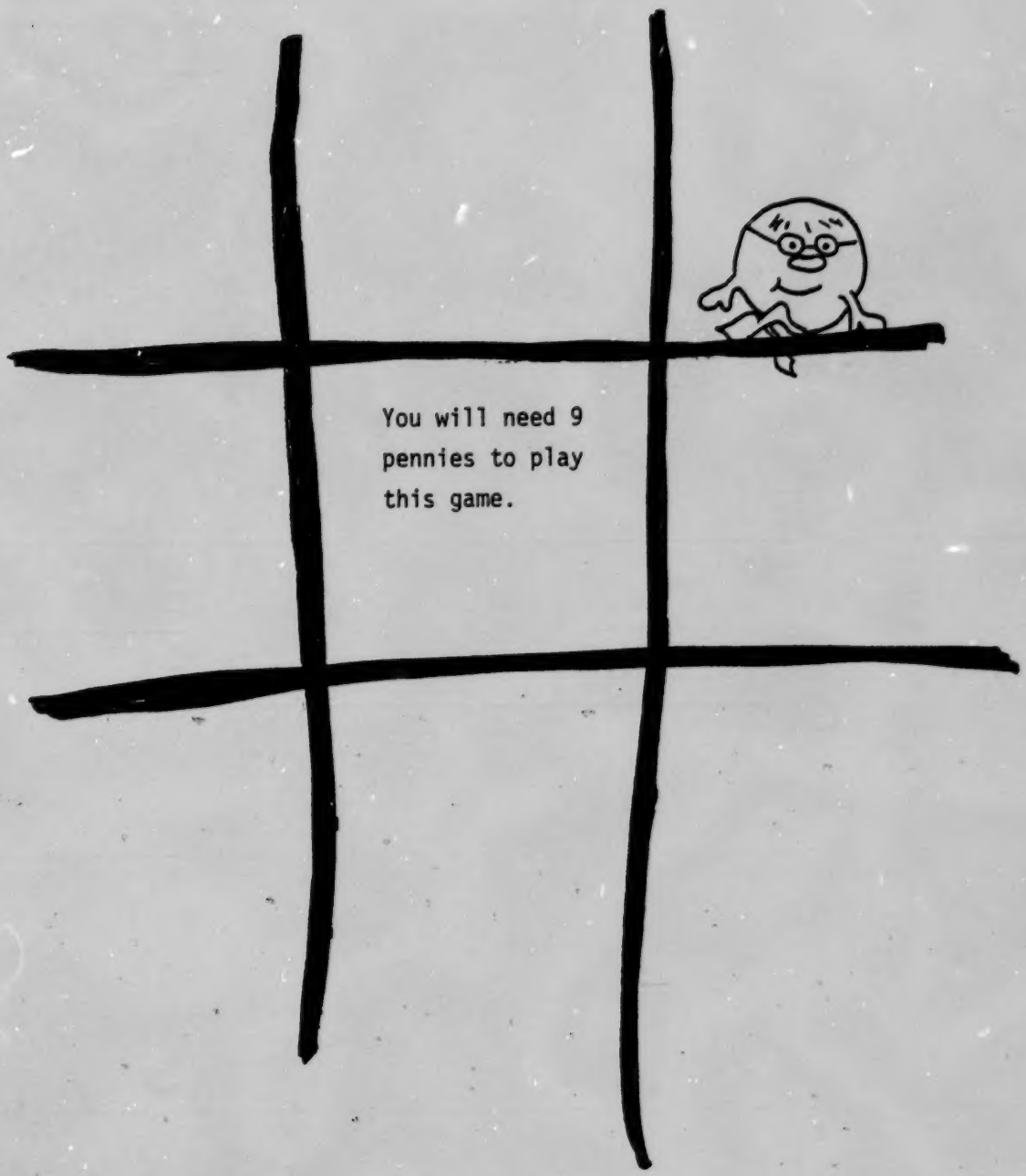
Toss penny. Heads plays first and then always uses heads for his play for each game. The other player uses tails. Player # 1 places his penny on any of the spaces on tic-tac-toe board. Player #2 places his penny on a space not occupied by player #1. Play continues until one player has three pennies in a row, either across, up-and-down or diagonally.

Players may want to exchange heads for tails at the end of one game.

To keep score: Heads vs. tails.

Name

3 Tic-Tac-Toe



Dr. Penny

Wild Animals 5

"Let's Buy Some Wild Animals"

(game)

Introduction: Teacher may read the following story, or play it on tape to students.

One day David and Ann went to visit their friend, Mark. Mark asked them to come out in the yard to see his wild animals.

David and Ann were very surprised when they saw an elephant, a giraffe, a crocodile and many more wild animals!

"Where did you get them?" David asked. "Oh, it was easy," Mark replied. "I bought them with pennies from my piggy bank.

"I have some pennies of my very own " said Ann. "I want to buy some wild animals too."

Boys and girls, listening to this story, would you like to buy some wild, wild animals for just pennies?

Dr. Penny

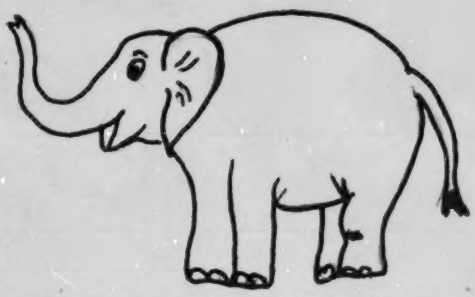
Here's How:

Get the jungle game board and money box.

Each player needs two groups of 10 pennies.

Cover each circle on the board with a wild animal card.

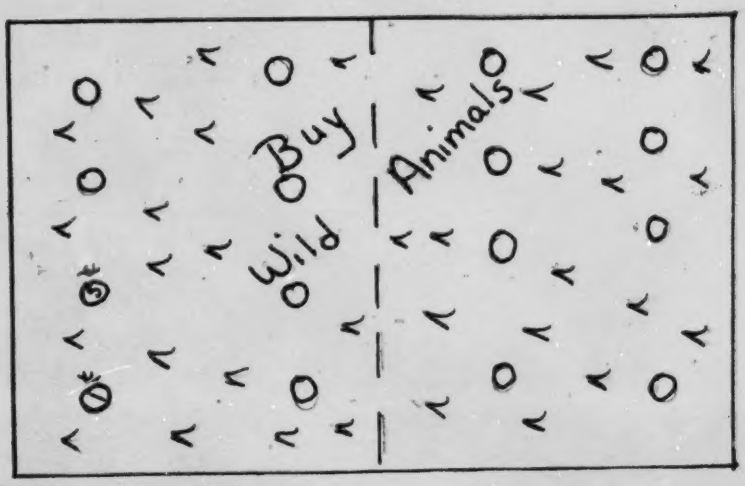
Now you are ready to play: First player chooses a card with the animal he wants to buy. He puts the right amount of pennies in the money box. Next player does the same. The game is ended when all of the animals are sold. Players will want to count their animals.



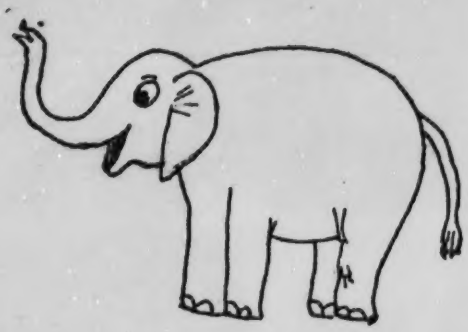
Directions for making "Wild Animals Game Board".

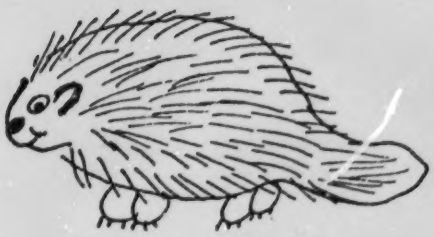
On the inside of a manilla folder, sketch grass with a green marker. This will represent the jungle. Trace 16 penny-sized circles spaced far enough apart so that all 16 animal cards will fit on the board. Write amounts from 1¢ to 10¢ in the circles. Use the pictures on pages 29-30 to make the wild animal cards.

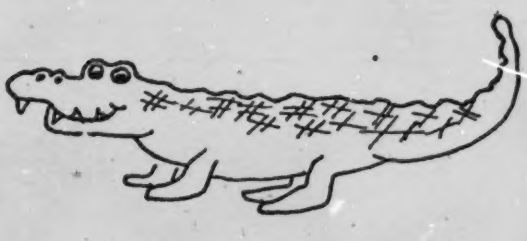
Example of "Wild Animals Game Board"

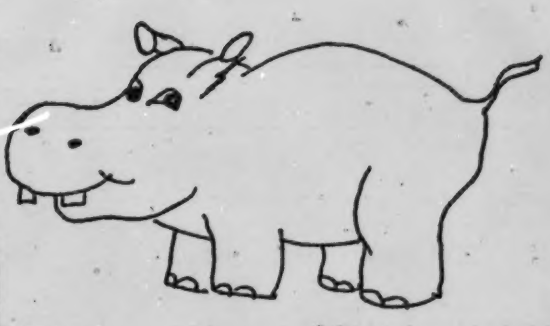


Dr. Penny







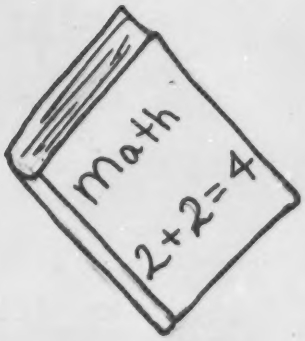


ACTIVITIES/KEYS
Dr. Penny

6 Math Book

GET OUT THE MATH BOOKS!

Your students are ready to do pages from their math books. Check your series and select appropriate work staying within the bounds of one cent to ten cents.



Dr. Penny

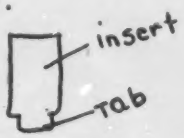
7 Computer

DIRECTIONS FOR MAKING COMPUTER:

You will need:
one - ½ gal. milk carton
oak tag
contact paper or other covering for outside of carton.

Procedure:
Open carton completely. On one side cut two openings (3/4" x 2 3/4") as shown. Then cover outside of carton with contact paper.

Cut a tagboard insert the same width as the carton (approx. 3 3/4" x 10") leaving a tab for the lower opening (½").

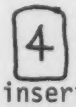


Slip insert into the carton so that tab comes through output opening about ½". Close at the top, stapling insert with top.

To use, cut small cards (approx. 1½" x 2"). On one side, write the problem.

front of card

Flip the card over and write the answer on back.



back of card

The student is ready to insert the card problem side up. He gives his answer. As the card drops through, it will flip over so that the answer side comes out as a self check.

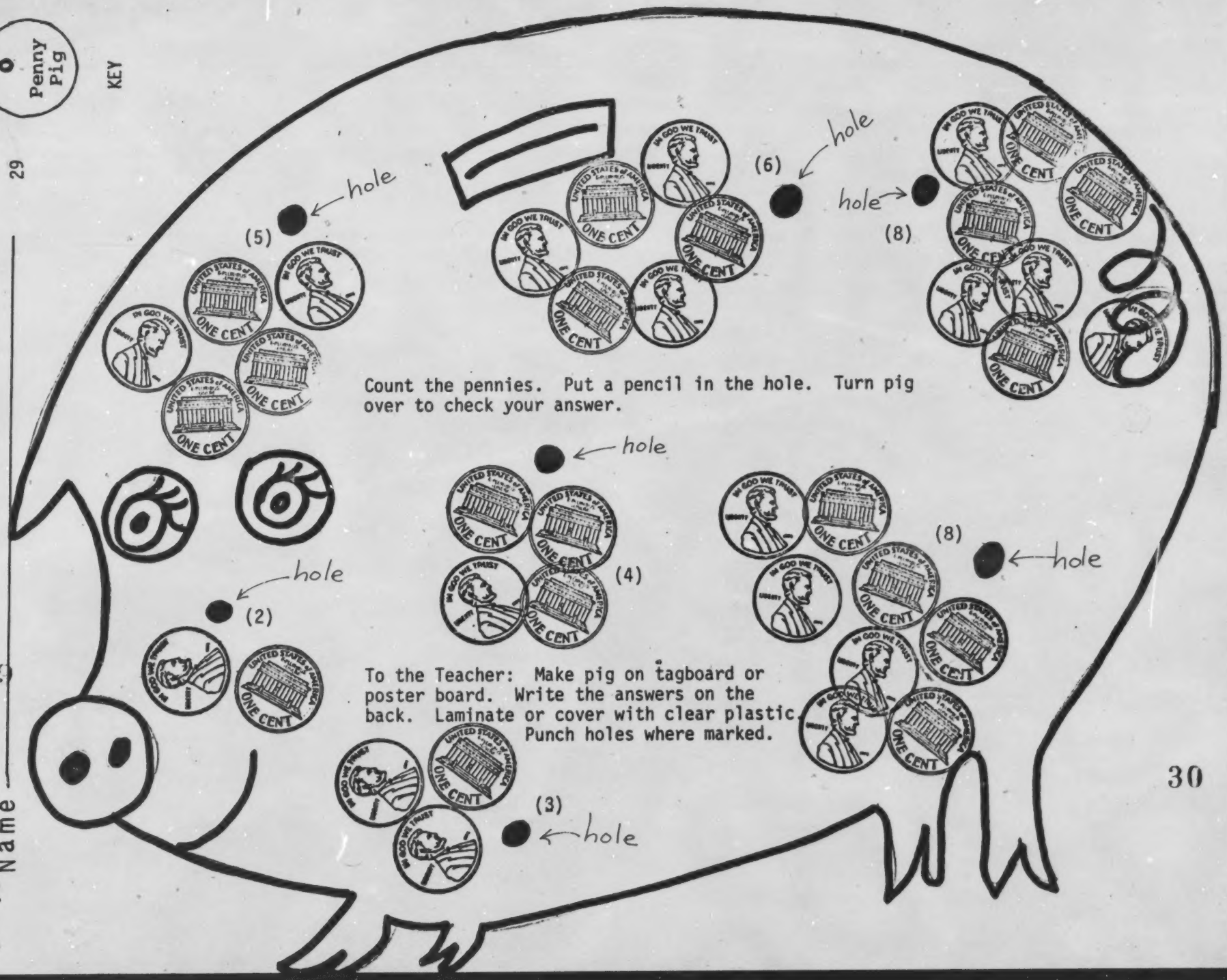
Dr. Penny

8 Penny Pig

KEY

29

Name _____



29

30

ASSESSMENTS/KEYS

DIRECTIONS FOR ADMINISTERING PRE-TEST

MATERIALS NEEDED: WORKSHEETS, RECORD SHEET, PENCIL, AND/OR REAL COINS (OPTIONAL)

THE PRE-TEST IS TEACHER DIRECTED, EXCEPT FOR WORKSHEET#4. YOU MAY USE REAL COINS, BUT WORKSHEETS USING A PENNY STAMP, HAVE BEEN INCLUDED. IF YOU PREFER TO USE REAL PENNIES, THE WORKSHEETS WILL SERVE AS A GUIDELINE FOR ADMINISTERING THE TEST. IT IS SUGGESTED THAT YOU USE A MASK TO COVER UP THE OTHER TEST ITEMS.

DIRECTIONS FOR WORKSHEETS #3 AND #4:
COUNT THE PENNIES AND WRITE HOW MUCH MONEY IT IS.

Name _____

Worksheet #1

1.

2.

Pre-test

Dr. Penny

Worksheet #2

Name _____ 35

1.

2.

3.

4. ¢

Pre-test
Dr. Penny

DIRECTIONS FOR ADMINISTERING POST-TEST

MATERIALS NEEDED: WORKSHEETS, RECORD SHEET, PENCIL, AND/OR REAL COINS. (OPTIONAL)

THE POST-TEST IS TEACHER DIRECTED, EXCEPT FOR WORKSHEETS #3 AND #4. YOU MAY USE REAL COINS, BUT WORKSHEETS USING COINS STAMPS HAVE BEEN INCLUDED. IF YOU PREFER TO USE REAL COINS, THE WORKSHEETS WILL SERVE AS A GUIDELING FOR ADMINISTERING THE TEST. IT IS SUGGESTED THAT YOU USE A MASK TO COVER UP THE OTHER TEST ITEMS.

DIRECTIONS FOR WORKSHEETS #3 AND #4:
COUNT THE PENNIES AND WRITE HOW MUCH MONEY IT IS.

Dr. Penny

Name _____

Worksheet #1

1.

2.

Post-test
Dr. Penny

Name _____

Worksheet #2

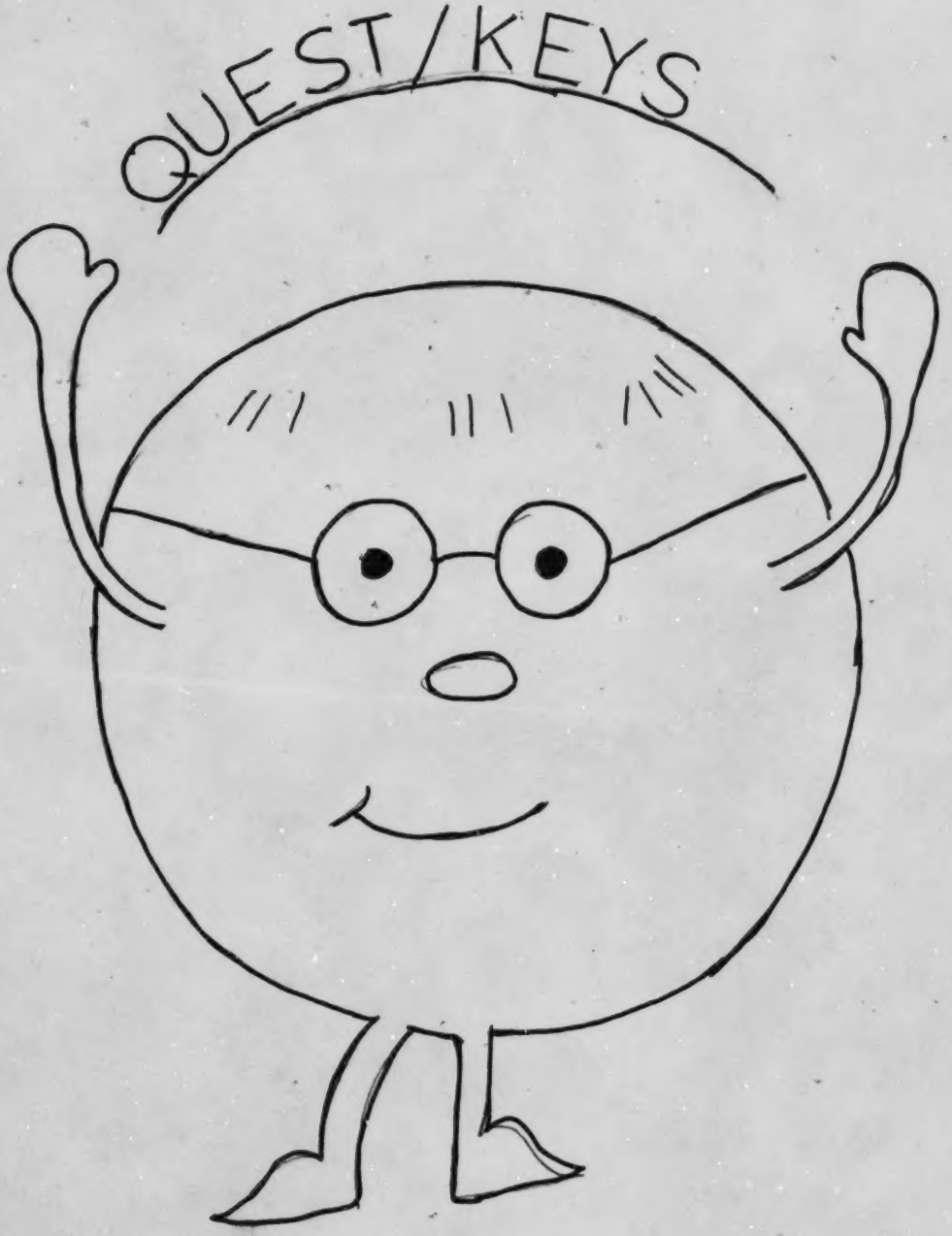
1.

2.

3.

4. ¢

Post-test
Dr. Penny


QUEST/KEYS

QUEST

Quest activities are designed to take the student beyond the scope of the capsule. Students may choose to do one or all of the quest activities after taking the Post-test. The quest activities for this capsule are indicated on the record sheet. They include:

WOW! 1¢ Sale

Penny Dominoes

Clown Race Game

Purse - Pocket

Penny Dominoes

PENNY DOMINOES

Materials Needed:

Tagboard
Coin Stamps
Felt-tip Markers

Directions:

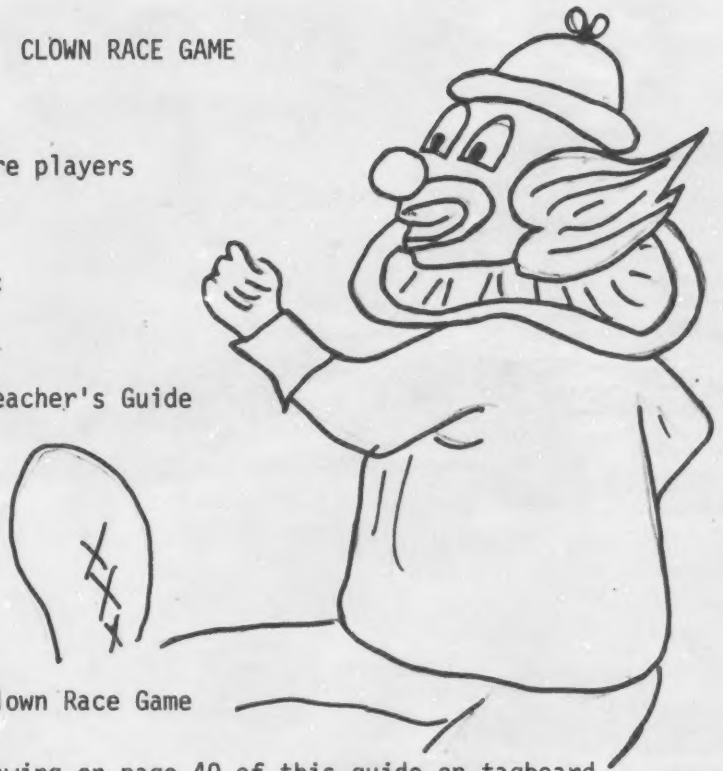
Cut tagboard into cards 12cm. X 5cm. Stamp one end with penny stamps. Making several dominoes with each amount 1¢ to 10¢. On the other end of each card, write an amount- 1¢ to 10¢. See illustration below.

Directions For Playing:

Spread dominoes face-down on playing surface. Each player draws one domino. The player with the greatest number of coins showing will play first. He/she places the domino face-up on the playing surface. All players then draw 5 dominoes. Players do not show each other what they have drawn. The first player must match the amount on one domino to the number of pennies that equal that amount. He/she may play on either end of the first domino. A point is scored if a match is made. The player then draws a new domino to replace the one he/she used. The play continues to the left. Each player trying to match a coin to an amount on either end of the row of dominoes. A player scores one point for each match he/she makes and draws a new domino until there are no more left. When no more matches can be made, the game is over. The player with the highest score is the winner.

Dr. Penny

CLOWN RACE GAME



Requires 2 or more players

Materials Needed:

- Tagboard
- Page 40 of Teacher's Guide
- Blank Cards
- Coin Stamps
- Tokens

Directions For Clown Race Game

Mount the drawing on page 40 of this guide on tagboard. Prepare cards for game with various amounts of pennies stamped on. Player draws a card. He must say the correct amount of cents. A correct answer moves his token ahead two spaces. An incorrect answer does not move his token. First player to the "Finish" is the winner.

APPENDIX

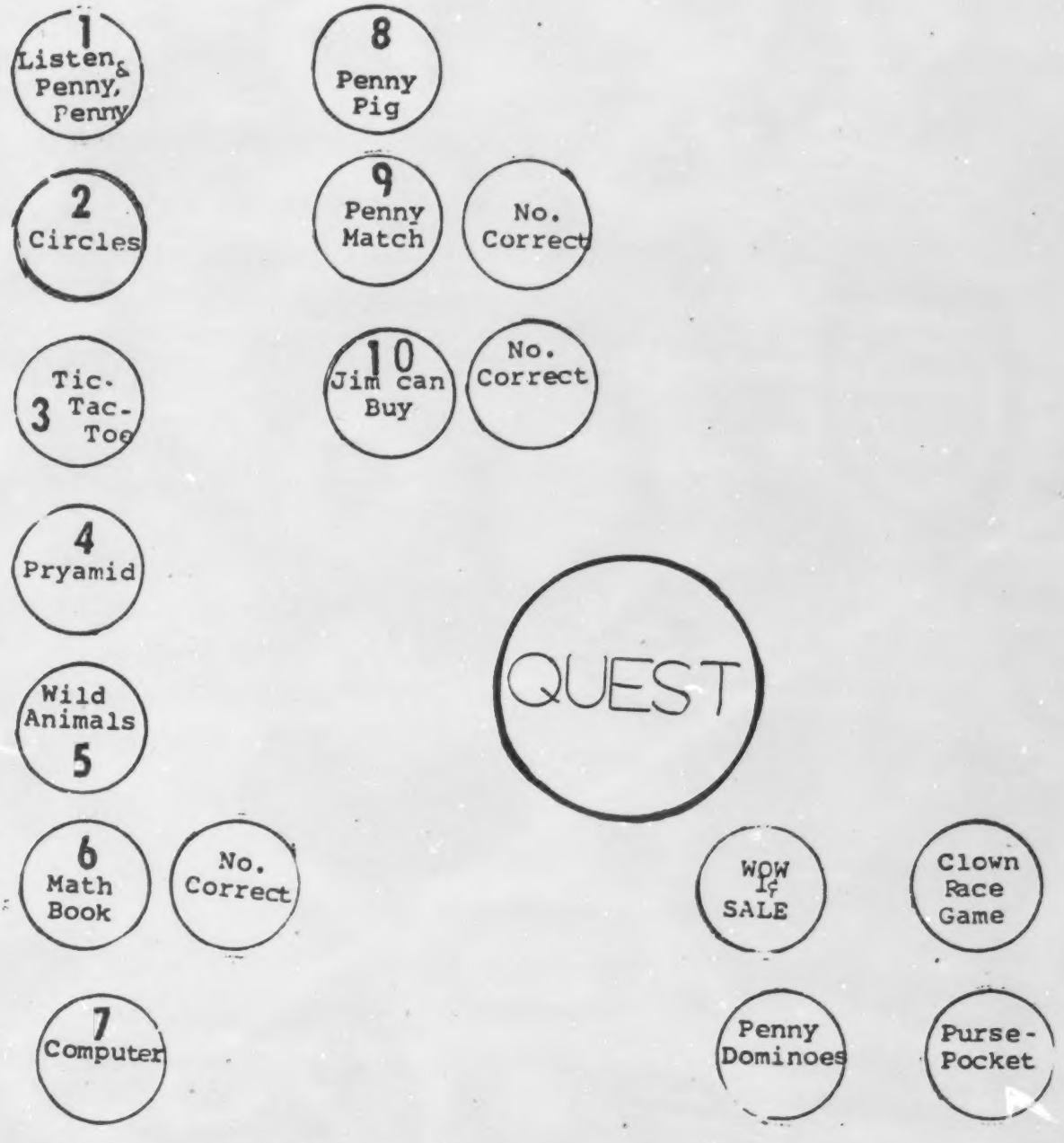
This appendix contains copies of all worksheets and assessments. These copies may be used to make your own classroom quantity copies. To use, unstaple the sides of the teacher's guide and remove the worksheet and assessment pages. Restaple the remaining pages of the teacher's guide.

ACTIVITY RECORD

Name _____ Grade _____

Date of Pre-test _____

Date of Post-test _____

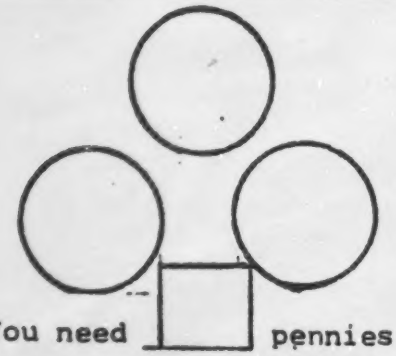


Name

19

2 Circles

TO THE TEACHER: HAVE STUDENTS PLACE PENNIES ON THE CIRCLES IN EACH SECTION, COUNT THE PENNIES, AND WRITE THE NUMBER OF PENNIES IN THE SQUARE.



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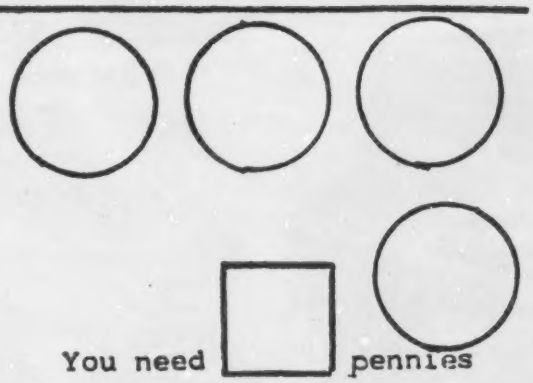

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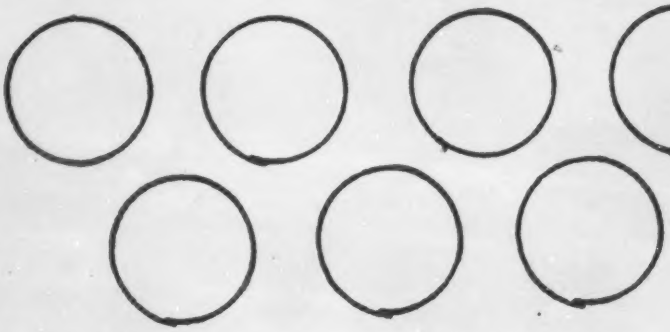

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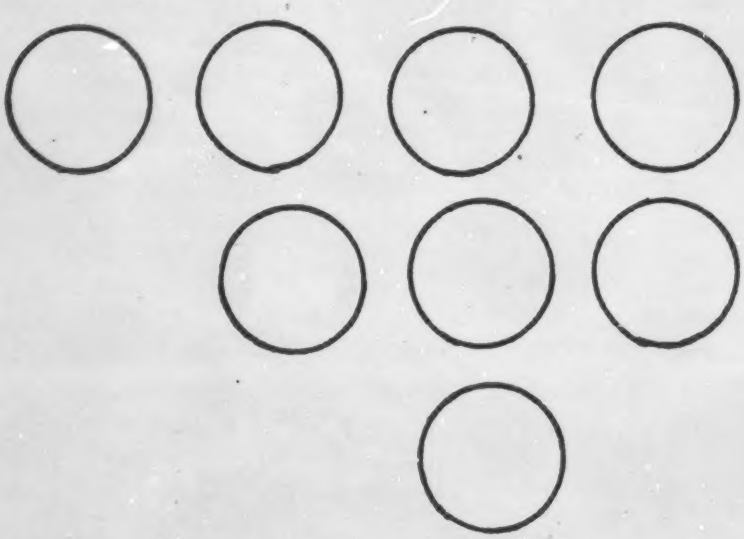
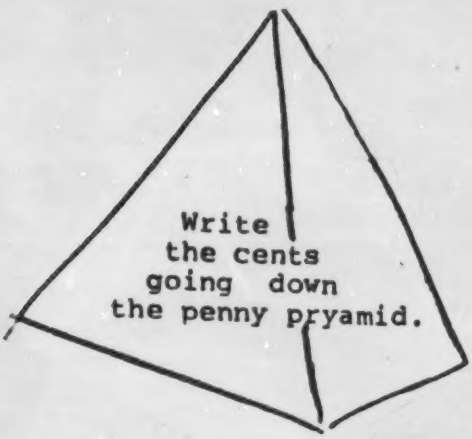


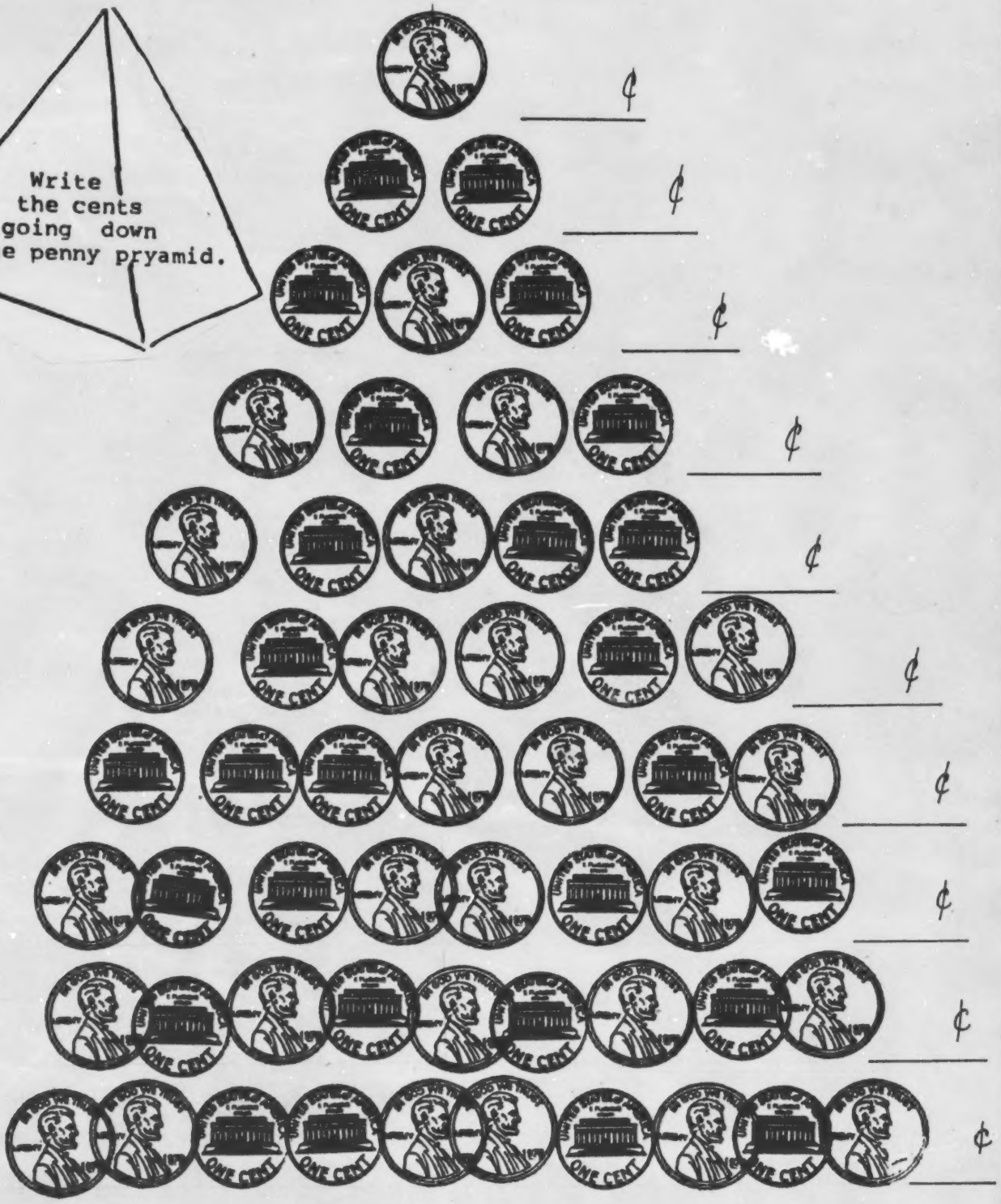
You need ☐ pennies to cover this picture.

Dr. Penny

4. Pryamid

Name _____





_____ ¢

_____ ¢

_____ ¢

_____ ¢

_____ ¢

_____ ¢

_____ ¢

_____ ¢

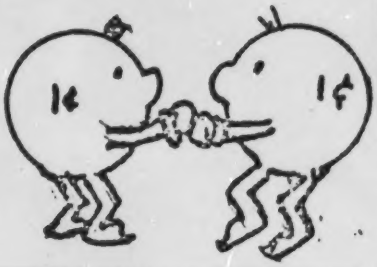
_____ ¢

_____ ¢

Name _____

penny match

30



Draw a line with a crayon to the number of cents.

10¢

4¢

8¢

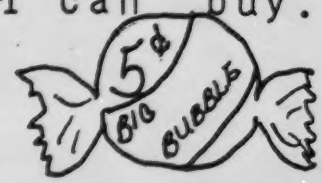
6¢

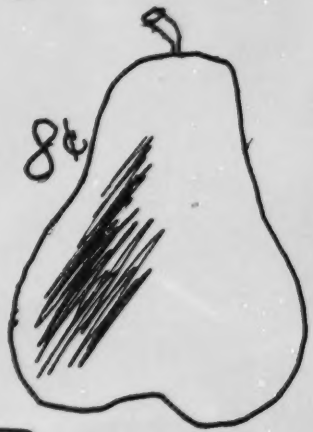
7¢

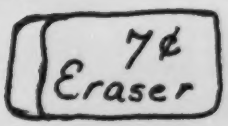
5¢

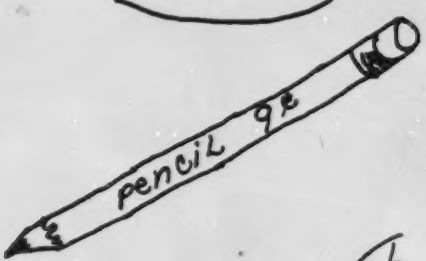
Name _____ 31

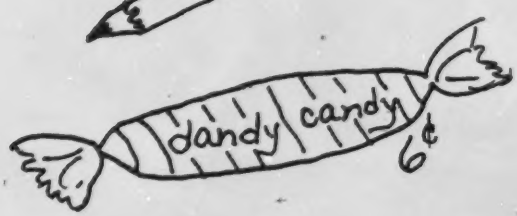
Draw a line from the money to the thing Jill can buy.











PRE-TEST RECORD SHEET

Dr. Penny

STUDENT'S NAME _____

DATE _____

RESULTS _____

WORKSHEET # 1

POINT TO THE COIN, ASK THE QUESTION, AND RECORD RESULTS. USE (+) FOR CORRECT AND (-) FOR INCORRECT RESPONSES.

1. WHAT IS THIS? AND/OR WHAT COIN IS THIS? (PENNY) _____
2. POINT TO THE FRONT SIDE OF THE PENNY. _____
3. (TEACHER POINTING TO BACK SIDE) WHAT SIDE IS THIS? (BACK) _____

WORKSHEET # 2

1. POINT TO THE PENNY. _____
2. HOW MUCH IS THIS? (1 CENT) _____
3. HOW MUCH IS THIS? (1 CENT) _____
4. WHAT IS THIS SIGN? (CENT SIGN) _____

Name _____

Worksheet #3
Pre-test

Dr. Penny

_____ ¢

_____ ¢

_____ ¢

_____ ¢

_____ ¢

Name _____

Worksheet #4
Pre-test

Dr. Penny

_____ ¢

_____ ¢

_____ ¢

_____ ¢

_____ ¢

POST-TEST RECORD SHEET
DR. PENNY

STUDENT'S NAME _____

DATE _____

RESULTS _____

WORKSHEET #1

POINT TO THE COIN, ASK THE QUESTION AND RECORD RESULTS. USE (+) FOR CORRECT AND (-) FOR INCORRECT RESPONSES.

1. WHAT IS THIS? AND/OR WHAT COIN IS THIS? (PENNY) _____
2. POINT OT THE BACK SIDE OF THE PENNY. _____
3. (TEACHER POINTING TO FRONT SIDE) WHAT SIDE IS THIS? (FRONT) _____

WORKSHEET #2

1. POINT TO THE PENNY. _____
2. HOW MUCH IS THIS? (1 CENT) _____
3. HOW MUCH IS THIS? (1 CENT) _____
4. WHAT SIGN IS THIS? (CENT SIGN) _____

Dr. Penny

Name _____

Worksheet # 3

1.

_____

2.

_____

3.

_____

4.

_____

5.

_____

Post-test
Dr. Penny

Name _____

Worksheet #4

1.

_____

2.

_____

3.

_____

4.

_____

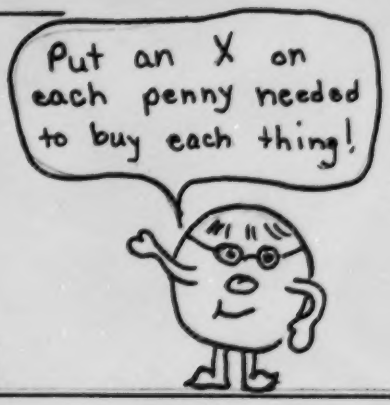
5.

_____

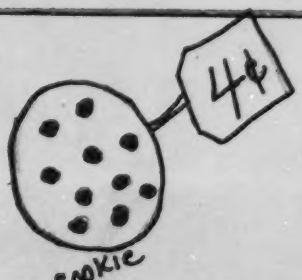
Post-test
Dr. Penny

Name _____

Wow! 1¢ SALE



WOW 1¢ SALE

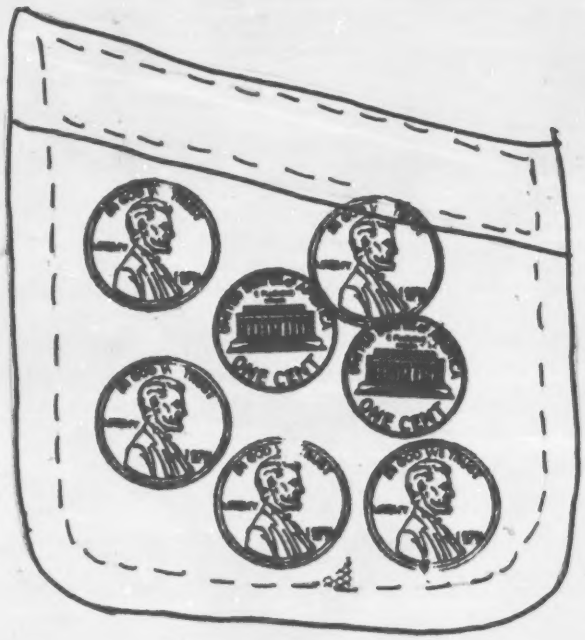


Name _____ 47

Purse - Pocket

Jill has these in her purse.
How much money does she have?

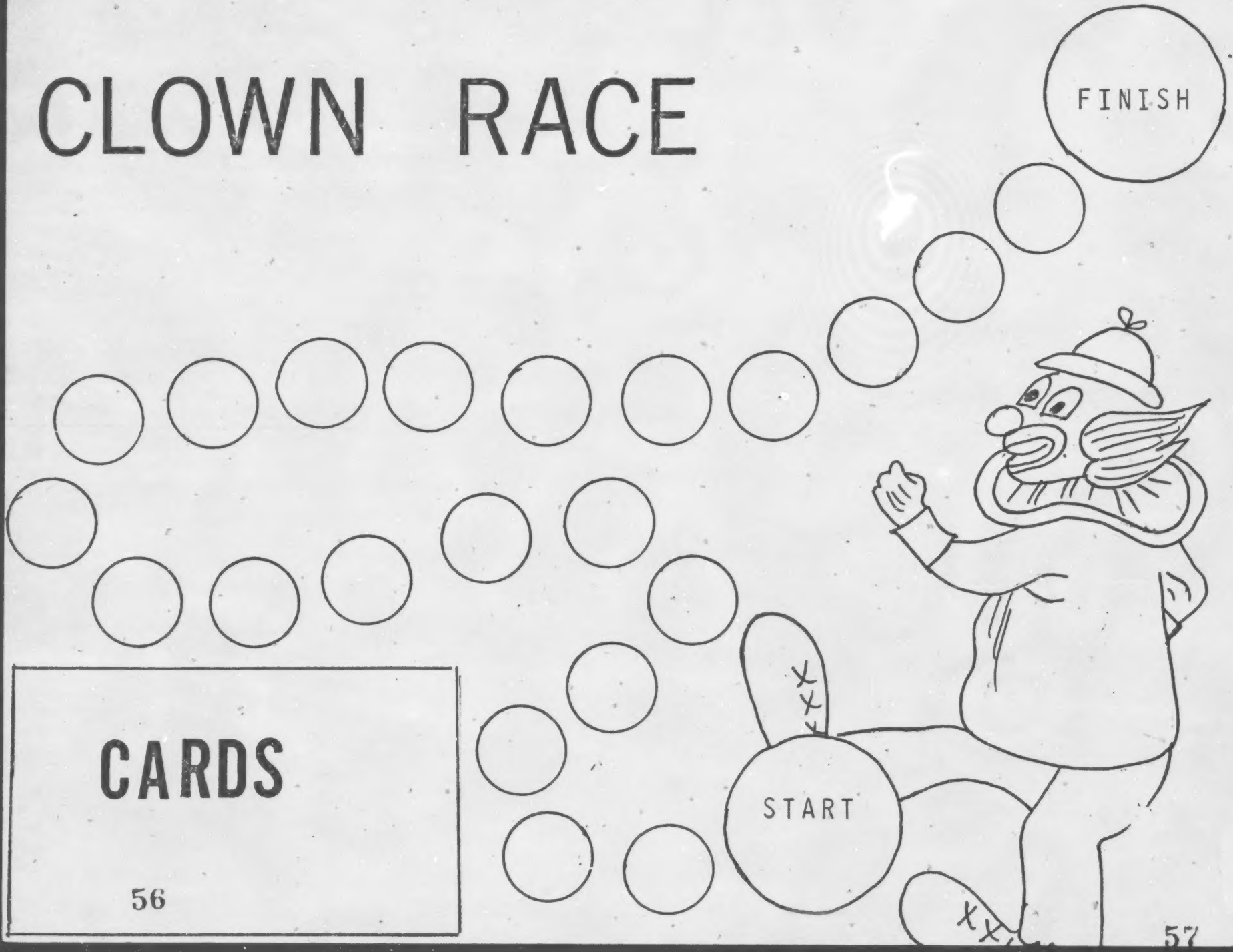
¢



Tony has these in his pocket.
How much money does he have?

¢

CLOWN RACE



CARDS

Dr. Penny

I'm a penny,

He's a penny,

She's a penny,

Wouldn't you like
to be a penny too?

Student Material

Written by Della Butler

for

Project COST

A Title IV CI Project

Kansas State Department of Education

Easton, Kansas

What have you found?

That pennies are round?

Listen and look.

As we go through this book.

Soon you will know.

The farther we go.

That a penny is money.

To buy toys or honey.

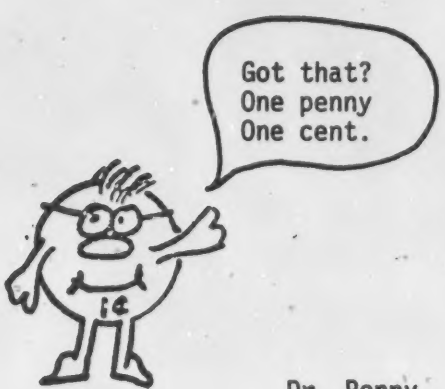
And each copper cent.

Is about to be spent.

As it's been said...
I am one penny
Look in your pocket and see
if you have any.

1

One penny is also one cent.
You must always know where it went.

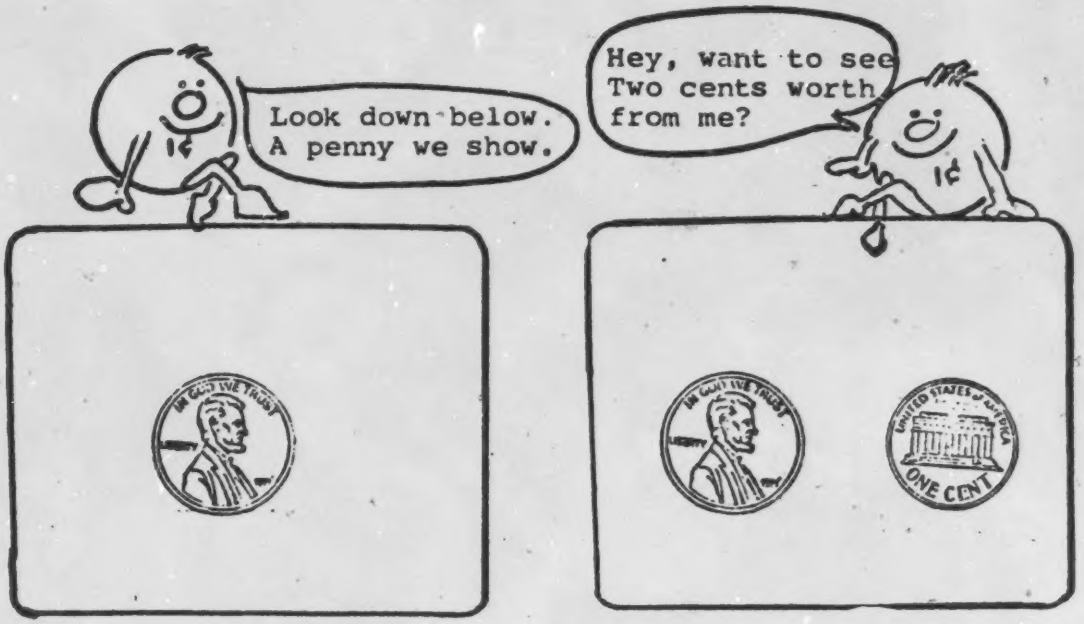


Dr. Penny

Here are we.
Two pennies we be.
One is for you...
and one is for me.

2

Or, 2¢ you may say.
Turn the page on your way.



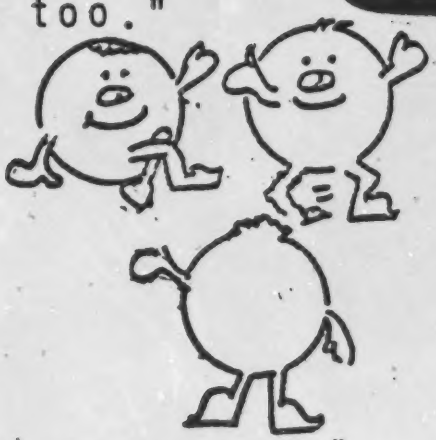
Dr. Penny

The Three Pennies

One Penny said, "Come here."

Then there were two.

Two said, "You come too."



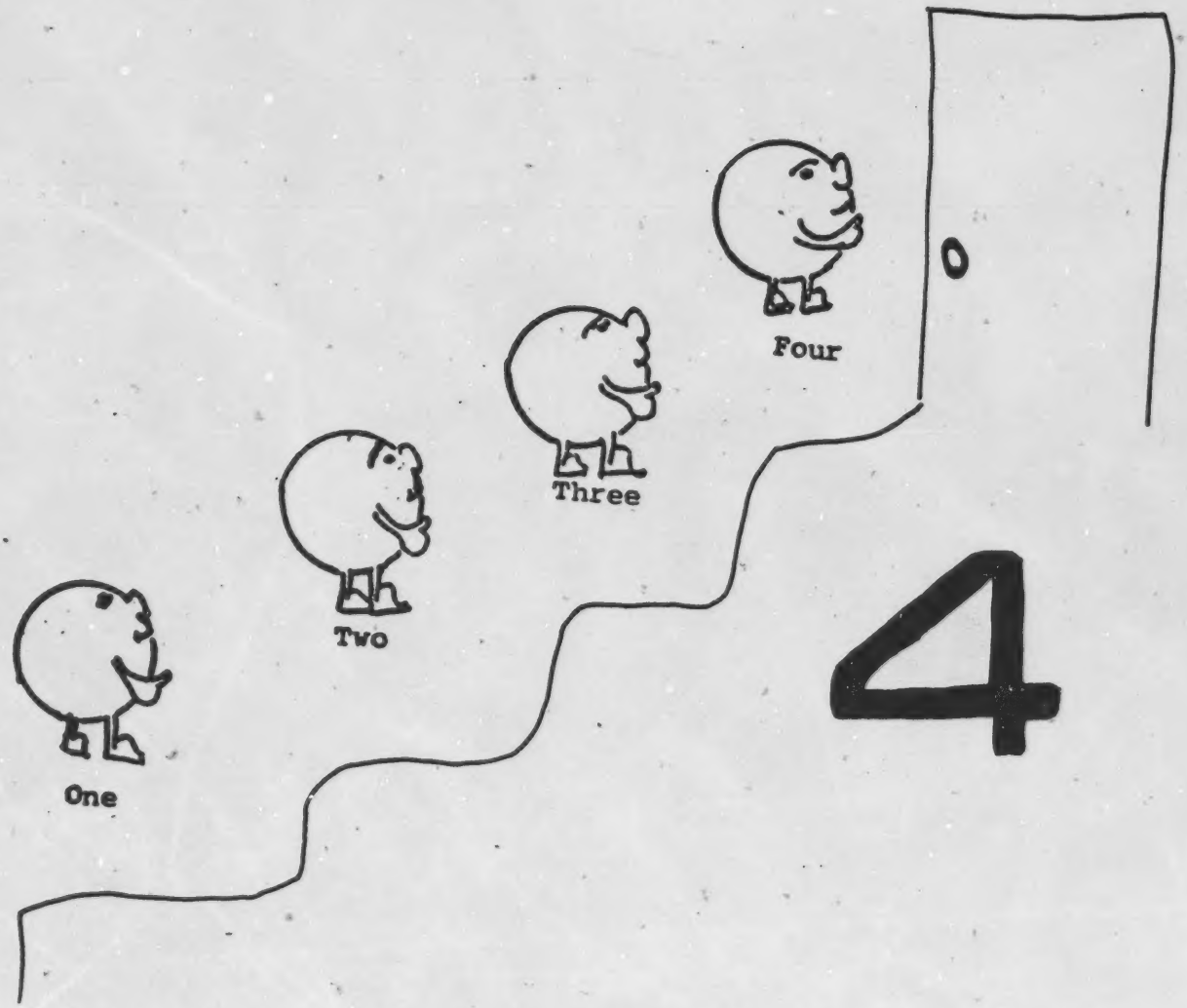
Then there were three.

Three said, "Go find one more."

Then we will have...

Dr. Penny

FOUR



went right in the door.

Dr. Penny

Sakes Alive!

Now there are FIVE!

One

Two

Five

Three

Four

5

Dr. Penny

No Tricks!

One

Two

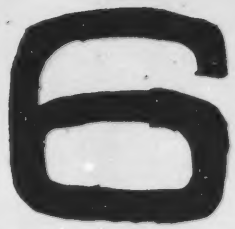
Three

Four

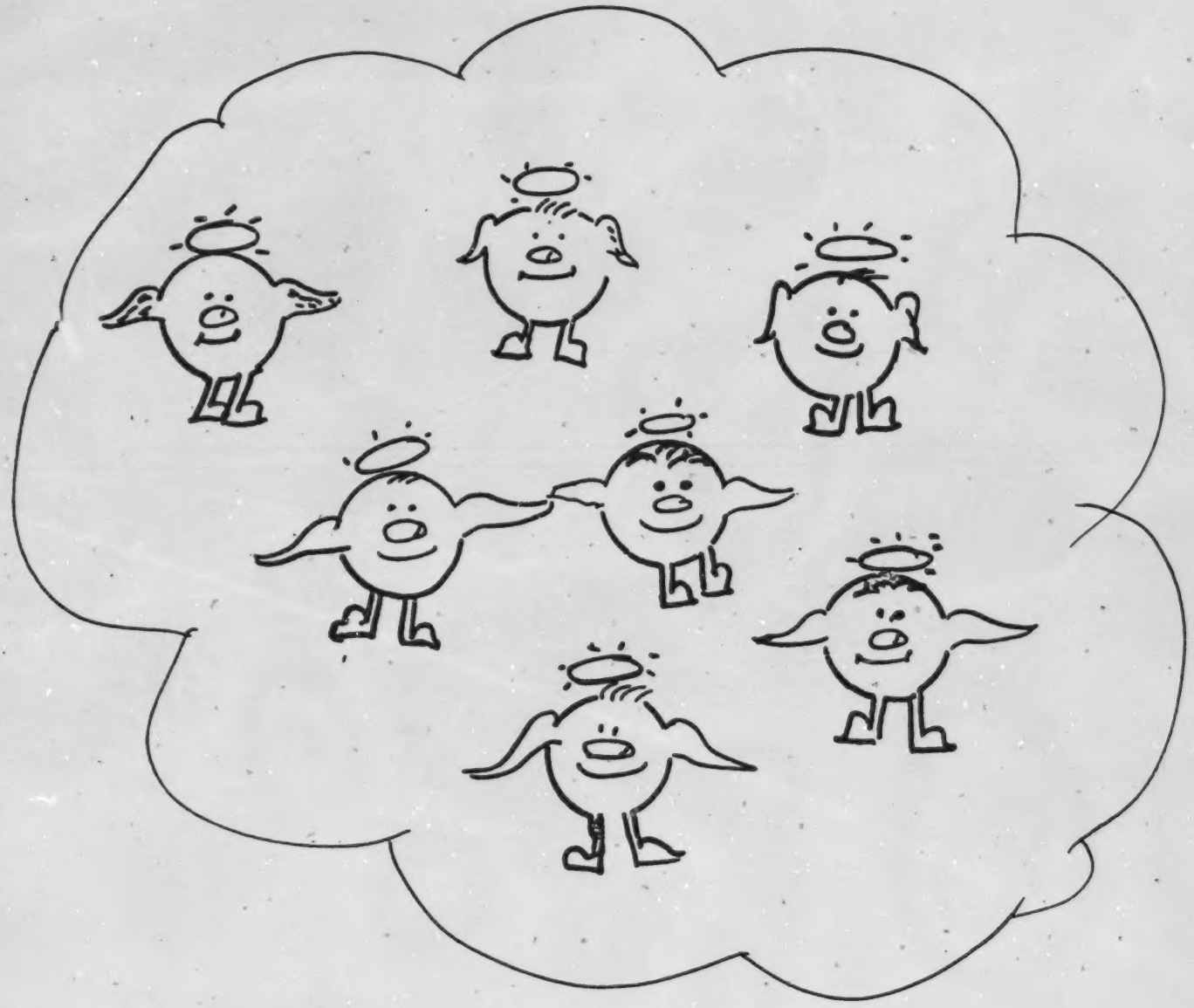
Five

Six

From any
of
these SIX



Dr. Penny

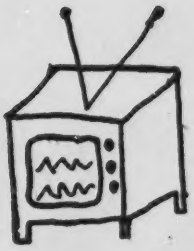


Now there are SEVEN

Pennies from heaven

7

Dr. Penny



You may stay up

late...

If you can count

to...

EIGHT

8

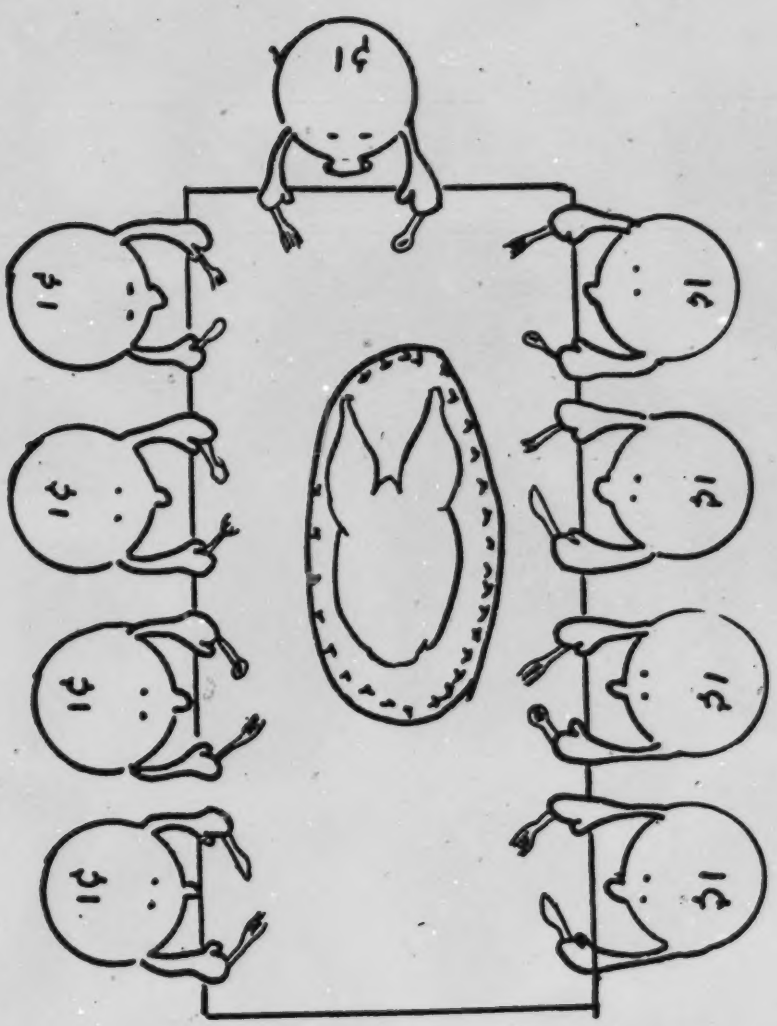
Now there are

NINE

All ready to

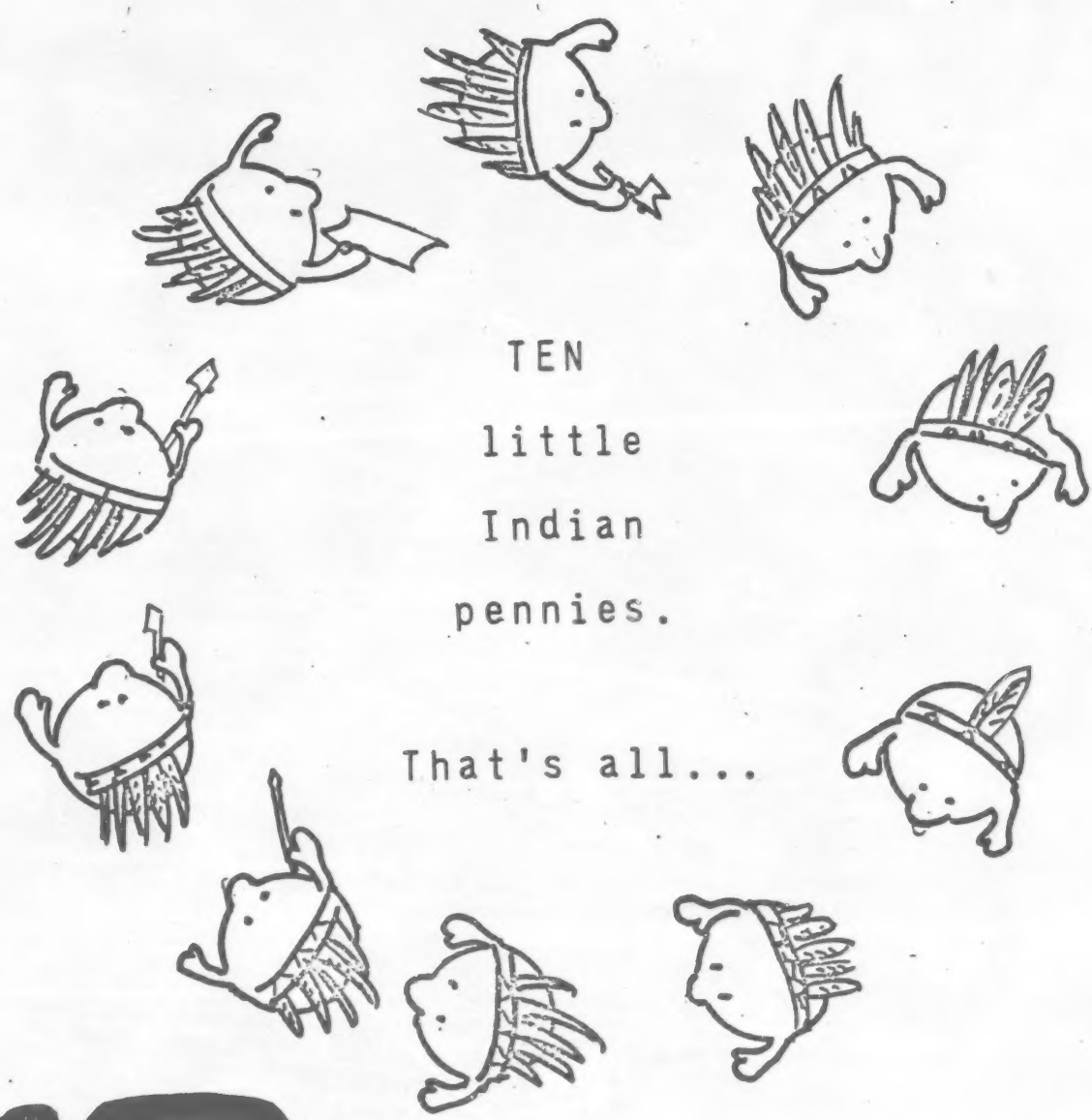
dine.

9



You are doing

just fine.



TEN
little
Indian
pennies.

That's all...

10

Dr. Penny

Dr. Penny

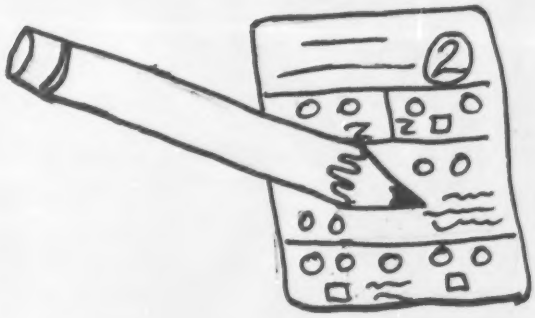
Next are some penny things to do. You will learn how to count pennies and how much they are worth. Turn the page to find the penny things that you can do.

Penny things for you to do:

Activity:

1 Listen & Penny, Penny

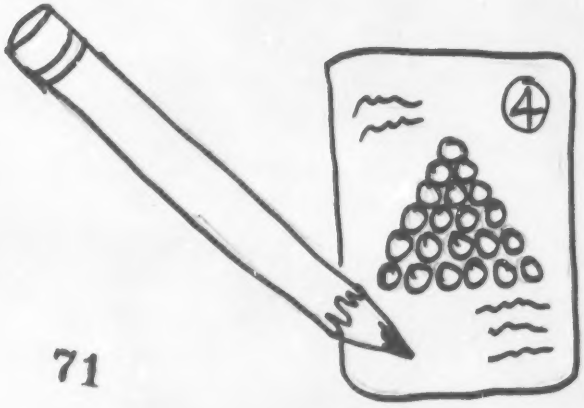
2 Circles



Tic-Tac-Toe 3

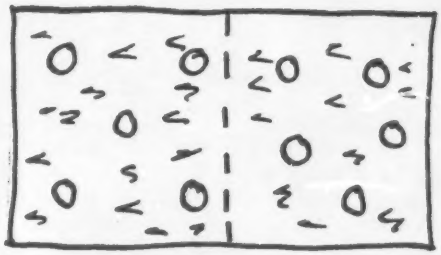
X	X	X
O	O	O
O	O	X

4 Pryamid

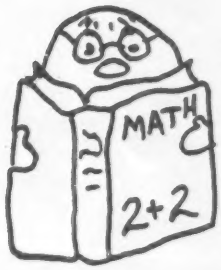


Penny things for you to do:

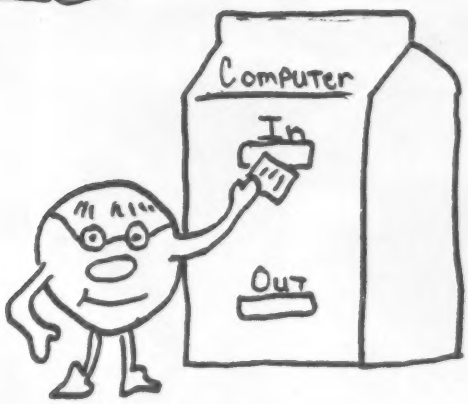
Wild Animals 5



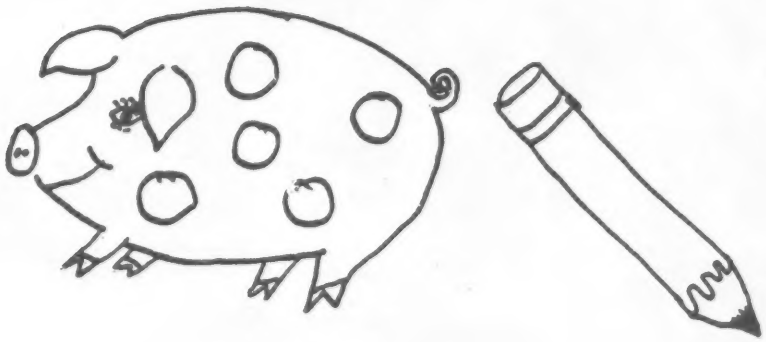
6 Math Book



7 Computer

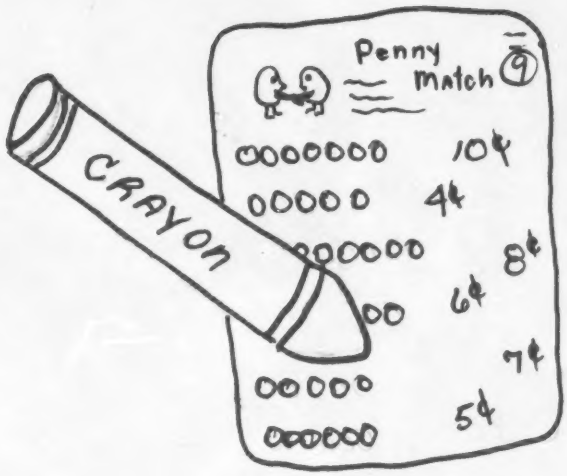


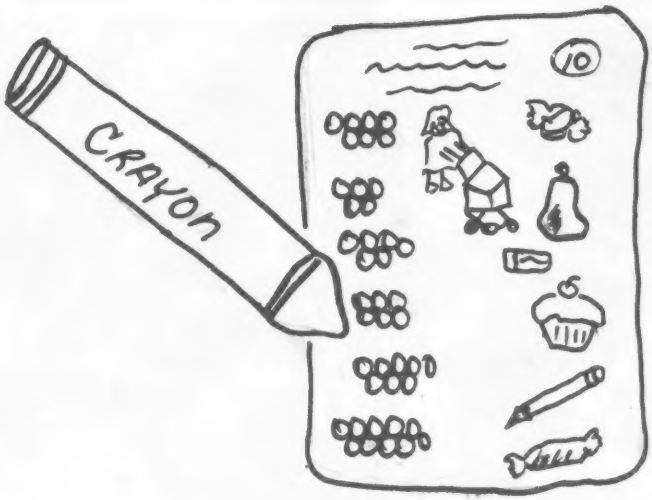
8 Penny Pig



Dr. Penny

Penny things for you to do:

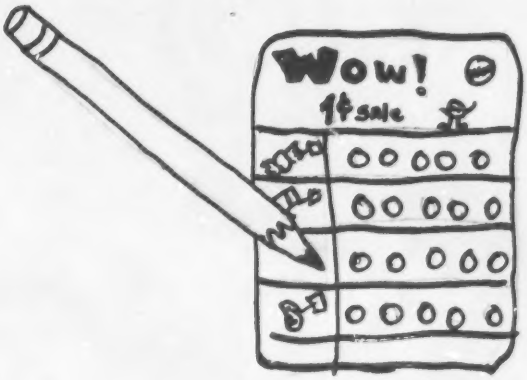




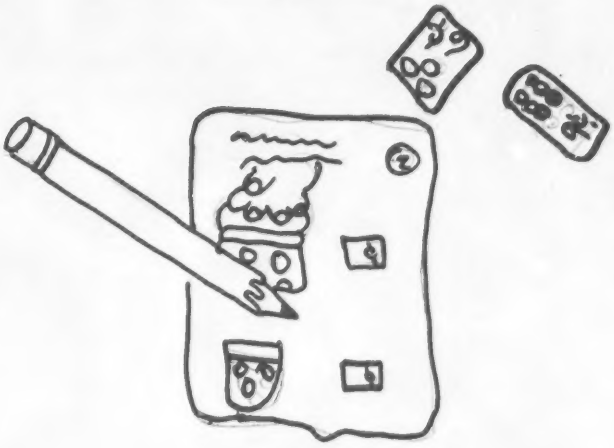
Dr. Penny

Quest Activities:

WOW 1¢ SALE

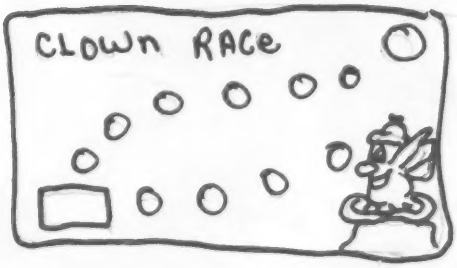


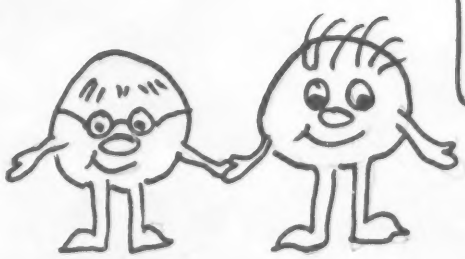
Penny Dominoes



Purse-Pocket

Clown Race Game





Dr. Penny

Dr. Penny